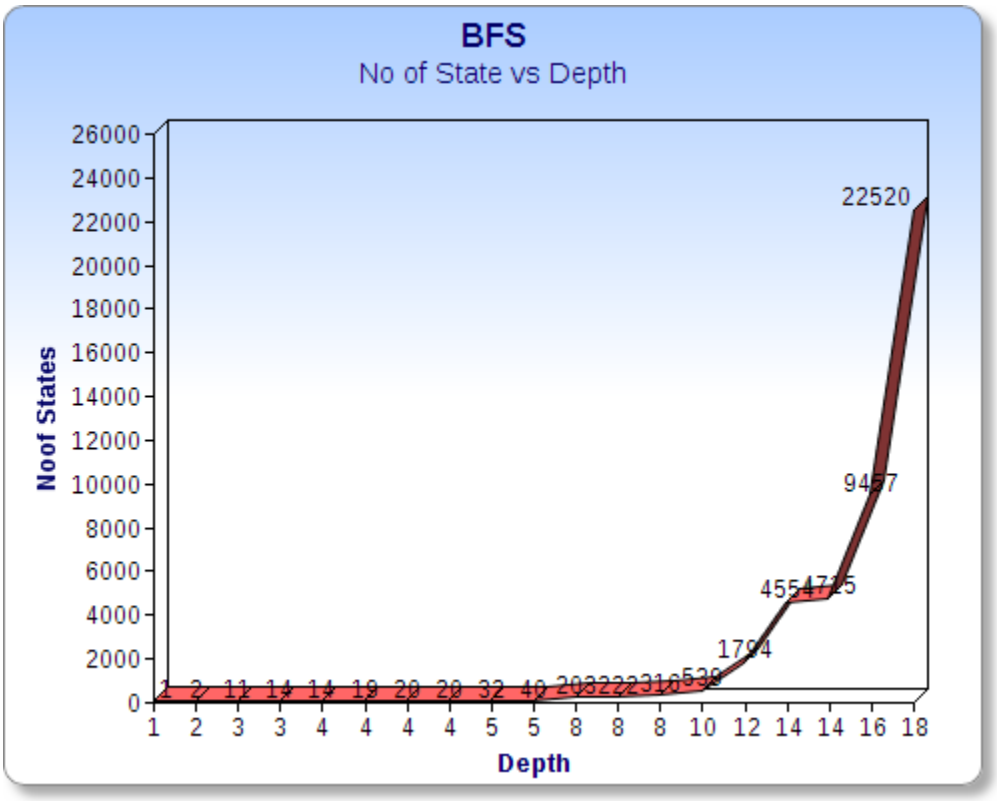
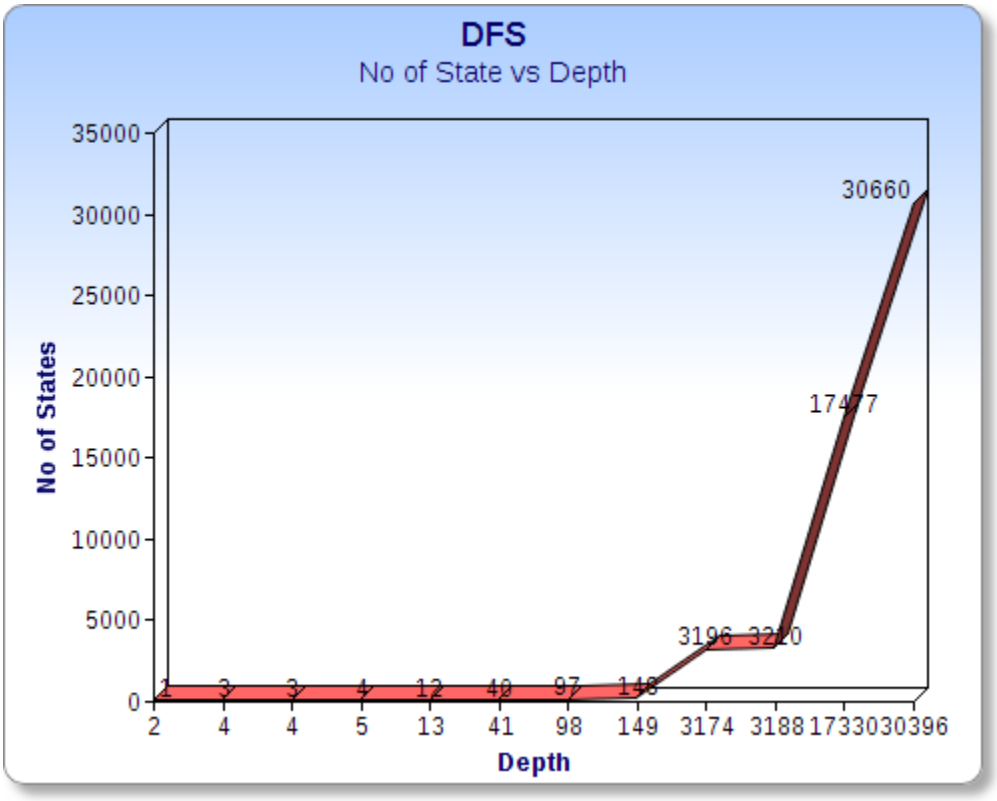
2) No of State vs Depth (Uninformed Search –BFS)



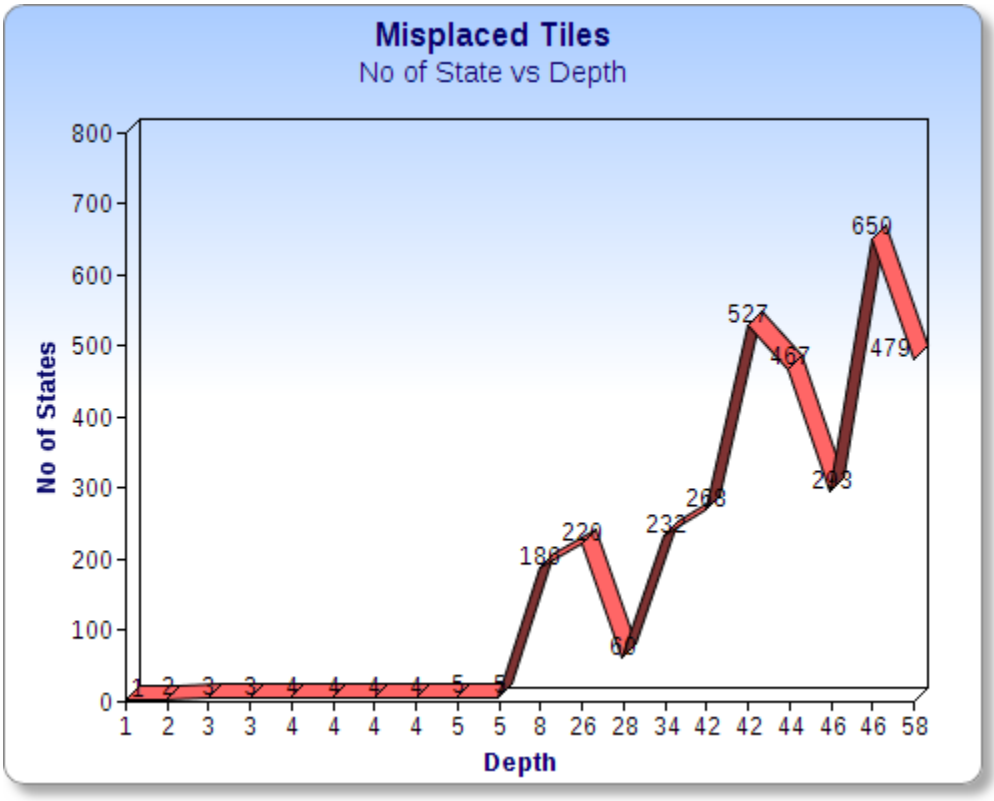
As the depth increases the no of states for BFS increases exponentially.

No of State vs Depth (Uninformed Search –DFS)



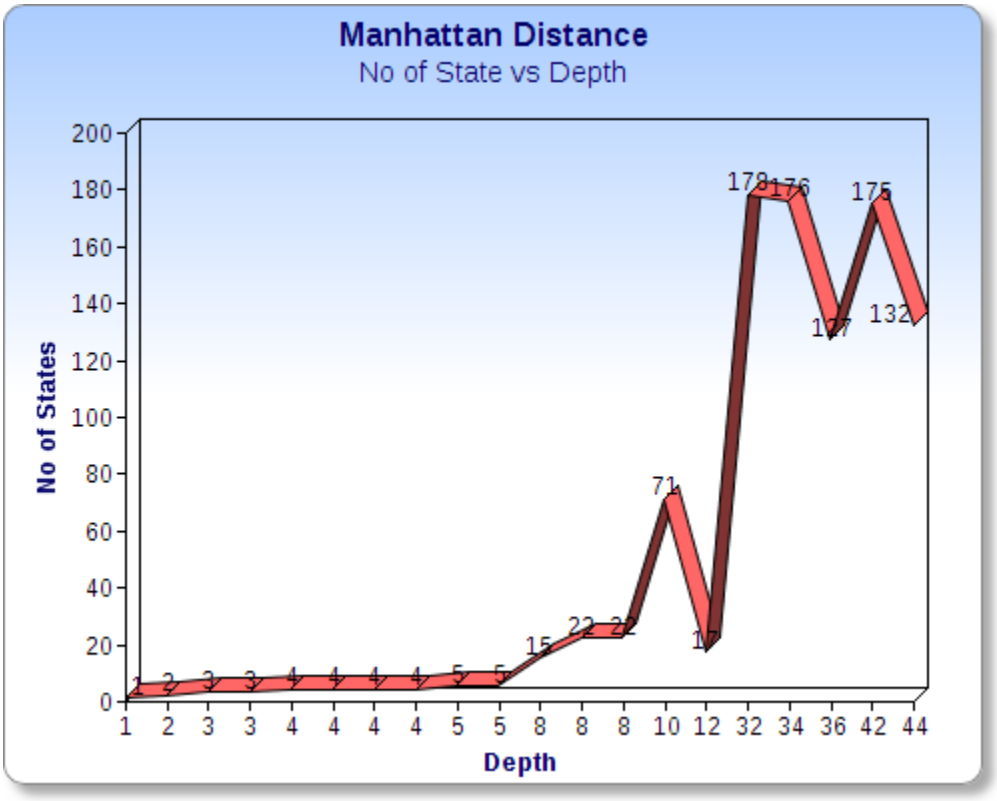
As the number of depth increases the no of states for DFS increases exponentially.

No of State vs Depth (Informed Search –Misplaced Tiles)



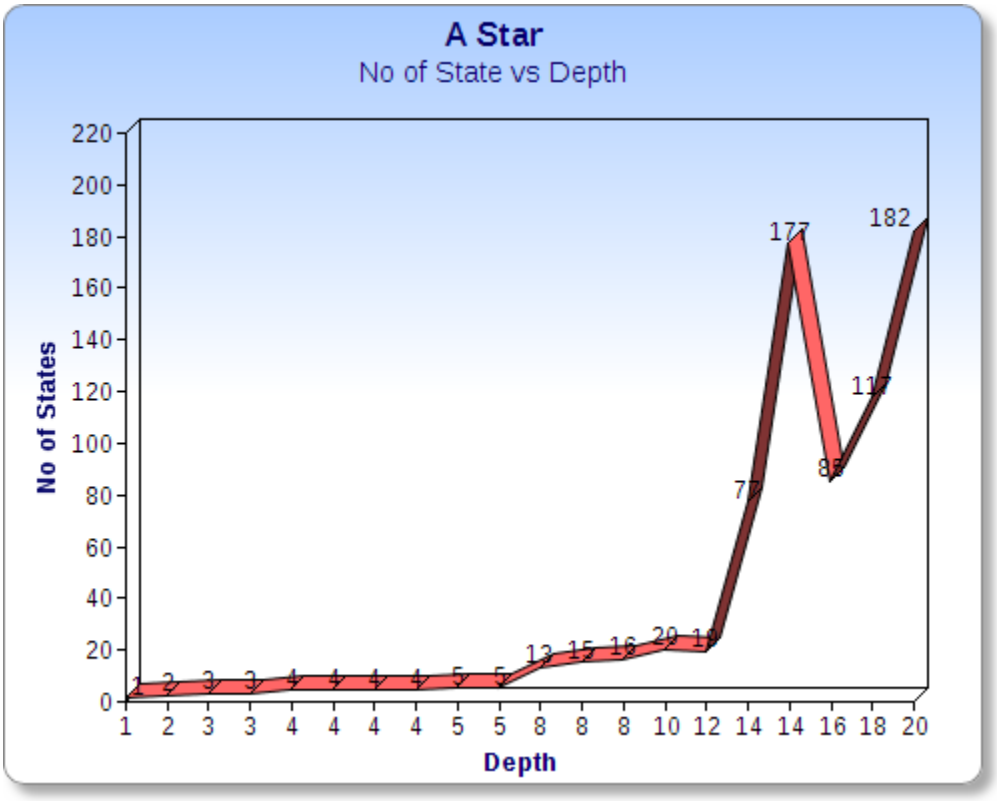
The number of states generated is less as the depth increases for misplaced tiles compared to uninformed search.

No of State vs Depth (Informed Search- Manhattan Distance)



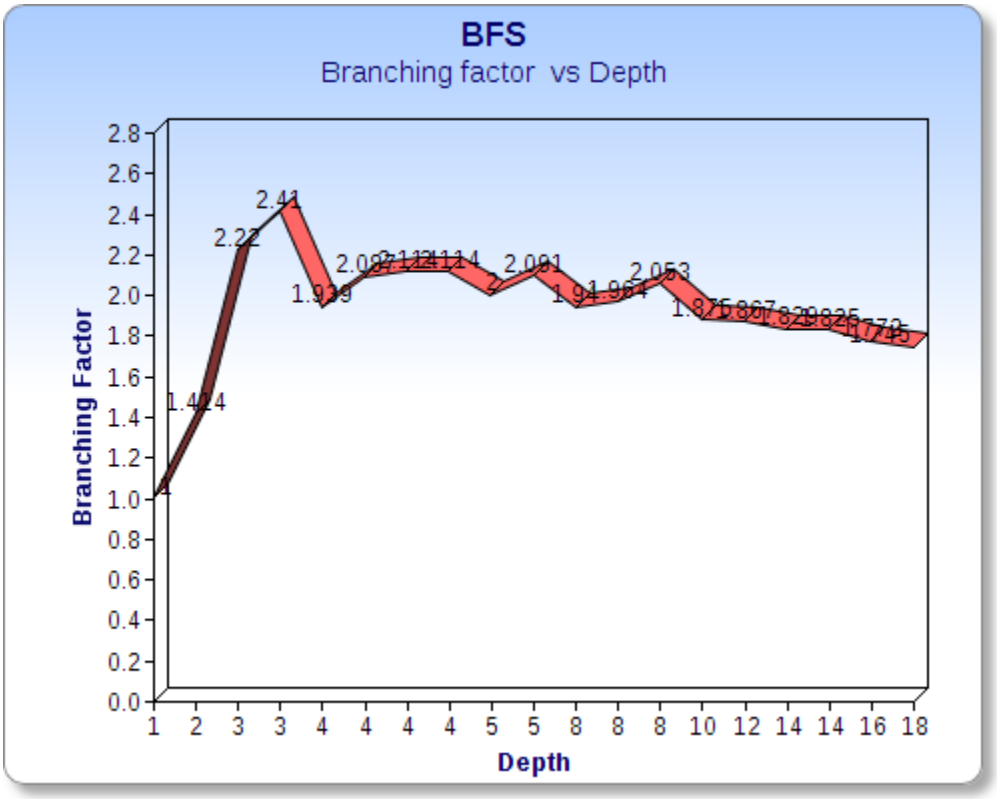
The number of states generated is less as the depth increases for Manhattan distance compared to uninformed search and misplaced tiles.

No of State vs Depth (Informed Search- A Star)



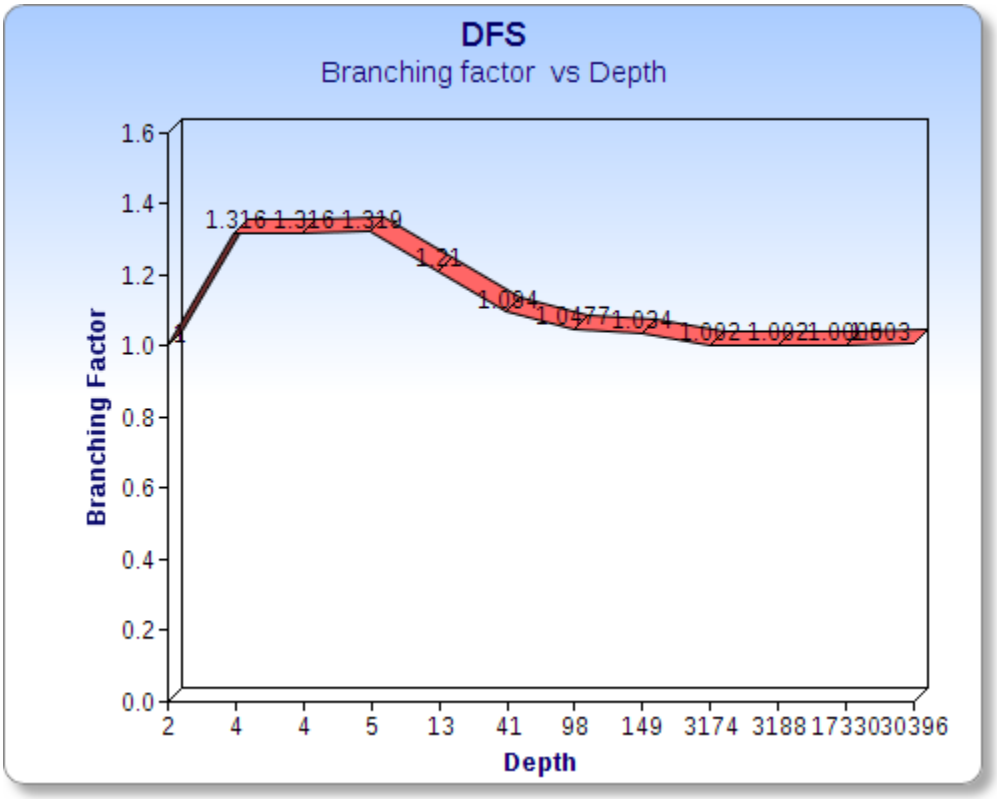
The number of states generated is less as the depth increases for A Star compared to uninformed search. This is the best compared to the rest as it considers the sum of depth and Manhattan distance.

3) Branching Factor vs Depth (Uninformed Search- BFS)



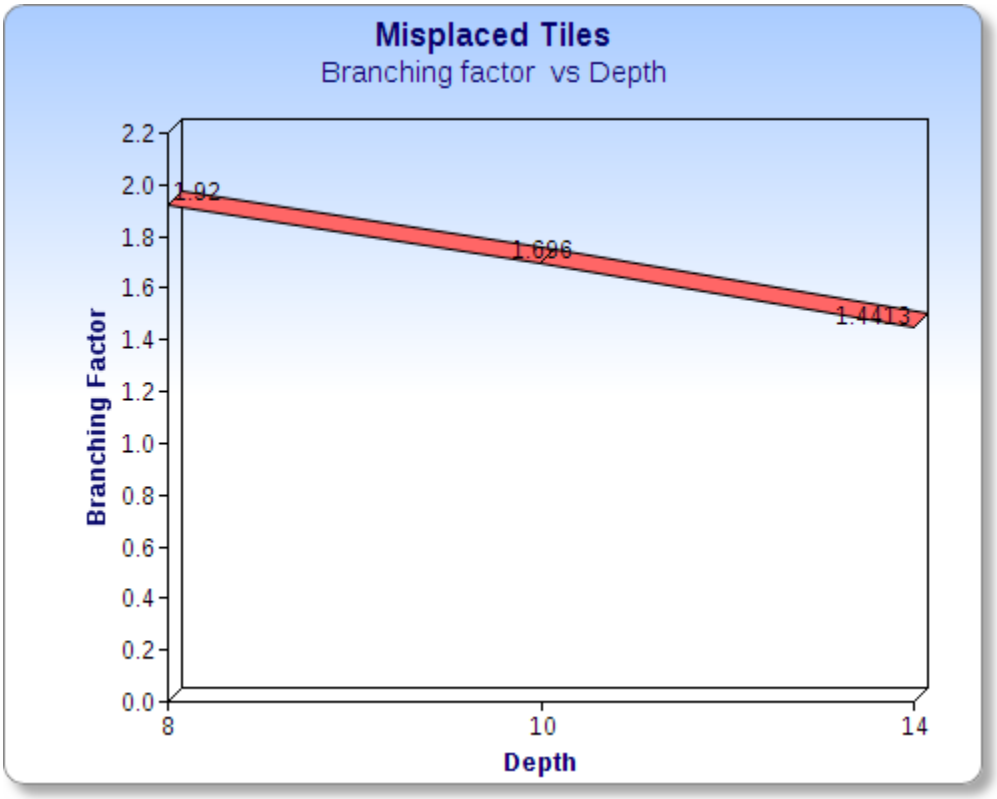
The branching factor decreases as the depth increases for BFS.

Branching Factor vs Depth (Uninformed Search- DFS)



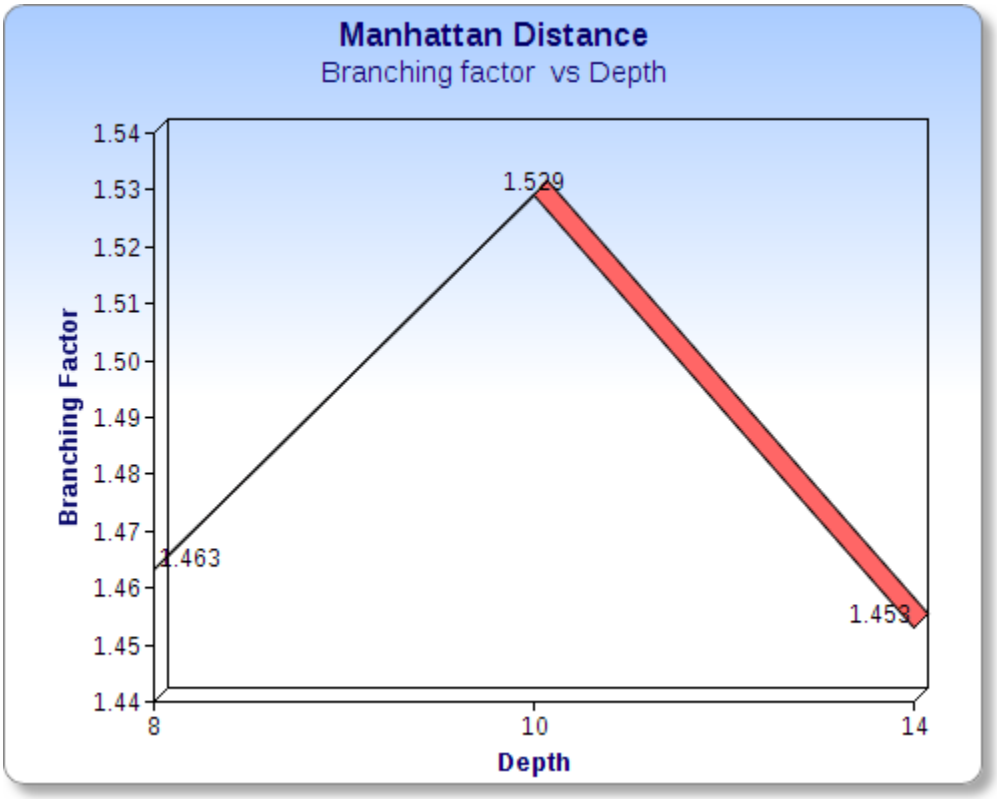
There is no considerable difference in branching factor as depth increases for DFS

Branching Factor vs Depth (Informed Search- Misplaced Tiles)



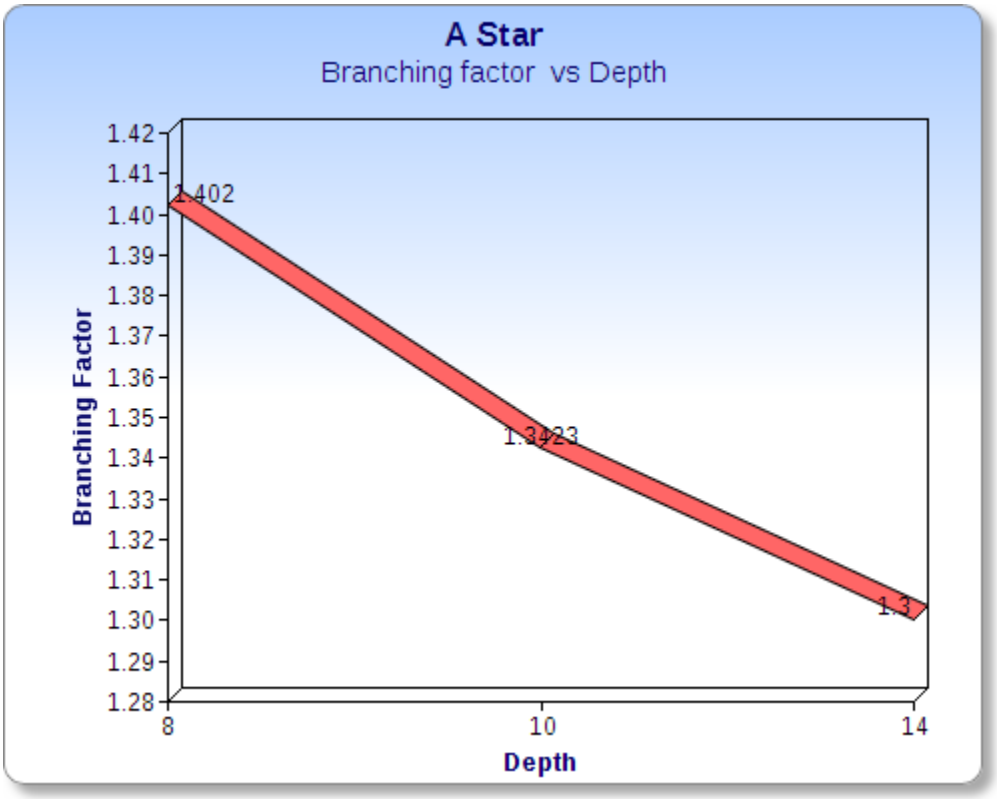
There is no considerable difference in branching factor as depth increases for Misplaced tiles.

Branching Factor vs Depth (Informed Search- Manhattan Distance)



There is no considerable difference in branching factor as depth increases for Manhattan Distance.

Branching Factor vs Depth (Informed Search- A Star)



There is no considerable difference in branching factor as depth increases for A Star.